

alternate REALITY®

The City

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Here's how to use your Atari computer to enter Alternate Reality. Read the Guidebook before loading the game. It has information you'll need in *The City*.

Requirements

- Atari® 400/800/XL series computer (48K)
- Compatible disk drives (1 or 2)
- TV or video monitor
- Joystick
- Blank, **formatted** disk (Character Disk—Optional)
- Alternate Reality—The City game diskettes (2)

Note: Do not Write Protect the game disks or your Character Disk. It's a good idea to make backup copies before you load the game. You can make copies of both sides of Disk 2 and Side 2 of Disk 1. An elementary copy program is included on Disk 2. Turn off your computer. Insert Disk 2 (either side) into the disk drive and close the door. Turn on the computer. Follow the prompts. You can also use this copy program to backup your Character Disk.

Getting Started

1. Turn off the computer and connect a joystick.
2. Place Disk 1, Side 1 in the drive (with two drives, place Disk 2, Side 1 in the second drive). Turn on the drive and the computer. If the wrong disk is in the drive, the game asks for the correct one. With two drives, the game checks both drives for the correct disk.
3. When the game is loaded, follow the prompts.
4. Once you're familiar with the game, press Start to bypass the opening scenario. This takes you directly to the *Character Decision* menu.

Note: If you have two drives, you can avoid turning disks over during gameplay. When the game asks for Side 2 of Disk 2, put your backup copy of Disk 2, Side 2 in the first drive. Leave Disk 2, Side 1 in the second drive.

Character Decision

The Character Decision menu offers four options:

Hit **N** to become a new person

Hit **E** to resume an existing one

Hit **I** to initialize a Character Disk

Hit **T** for a temporary character

Press I to initialize a disk to use as a Character Disk. As prompted, remove the Alternate Reality disk from the drive and insert a blank, formatted disk. Press any key to continue. **Note: Initializing doesn't format the disk.** It simply prepares the disk for use as a Character Disk. See your Atari user's guide for formatting instructions.

Press N to create a character. Press Return. As prompted, type a Character name (up to 31 letters, including Secret Name) and press Return. The next prompt is *Verify your name.* Type the name again and press Return. You're prompted to remove the AR disk and insert a Character Disk. You can store up to four characters on a Character Disk, but can only play with one at a time.

To prevent anyone else from using your character, use the Control key for a Secret Name. Example: You want a character named Morag with the Secret Name, Morag Giant. When prompted to name your character, type Morag. Press Control and type Giant. Press Return. Only Morag appears on the screen. Verify the full name when prompted, pressing Control again for the Secret part. To access this character, type the full name, using the Control key for the Secret Name. Secret letters can be used before, after, or within a character's name, or for the entire name (up to 31 letters).

Press T for a temporary character. Follow the prompts, pressing Return after each response. You can't save this character, but it's useful for getting into the game quickly to look around and get the feel of the game.

Press E if you already have a character from a previous venture into AR. At the prompt, type the ID number corresponding to the name you're using. Type the name (when prompted) and press Return. To return to the Character Decision menu, press Return instead of typing a name.

If you make a wrong selection from the Character Decision menu, press the Option key instead of typing a name. If you make an error when typing a character name, hit Return when the program asks you to verify the name.

After selecting from the Character Decision menu, you're at the door to enter The City.

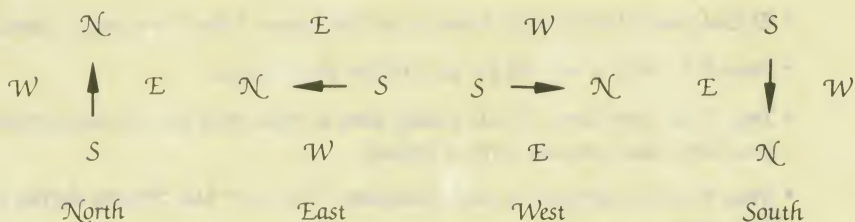
To Save A Character

Save your character when you're ready to stop playing. Press **S**. You're prompted to remove the AR disk, insert the Character Disk, and press Start. To play again, reload, select the saved character from the Character Decision menu, and the game resumes at the point you stopped.

Note: Save the character to disk or you'll lose it when you turn off the computer.

Compass

Finding your way around The City is simplified by use of a compass, available for purchase at most Shops in The City. If you buy a compass, press the Select key until you see it. The direction you're heading will always be topmost on the compass (the arrow always points North):



Joystick Control

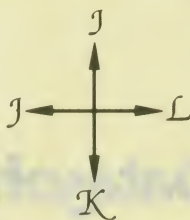
The Joystick controls physical movement.

- Enter The City in the beginning scene by pushing up on the joystick.
- Move Forward by pushing up on the joystick.
- Move Back by pulling down on the joystick.
- To Turn Right or Left, press the Fire button while pushing the joystick to right or left.
- To Enter a shop or store, push up on the joystick. Follow the prompts. Pull down on the joystick to Exit. It's possible to back through a doorway.

Keyboard Control

To play without a joystick, use the keyboard commands shown in the diagram below.

Note: You must use a joystick to exit Banks and some other establishments.



- Press J to enter The City in the beginning scene.
- To enter a shop or store, press J. Follow the prompts.

You also use the keyboard to interact with business establishments, review and position your belongings, and during Encounters.

- A Menu at the bottom of the screen displays your options. Each option has a flashing letter or number. To choose, press the appropriate flashing character. In some situations, there is no flashing character. Either hit any key or answer Yes or No, where appropriate.
- Press the Select key to get a full account of your condition. Repeat until you've seen all the information and are back in normal operating mode.
- Defend yourself with either hand in an Encounter. Press U to switch hands.
- Press R to ready a weapon for use. Follow the prompts.
- Press D to Drop items. This is usually done to make room for new acquisitions, since how much you can carry is limited.
- Press U to Use Potions in your possession. You can't Use Potions during an Encounter.
- Press P to pause the game. Press P again to resume play.
- Press S to save a character. Follow the prompts.

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